COMIC SHOP NEWS™

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From

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A Comics Specialty Outlet

Feline Good About Cat Claw

According to her creator Bane Kerac, she's the answer to the question of "what would every male chauvinist pig love to have at home?" She got her powers in a way that would do Peter Parker proud: she was scratched by a radioactive cat (there was also an intense electrical jolt added just to liven things up). When she's not a superheroine, she suffers the ridicule of her friends for being such a bookworm.

"If it sounds a little goofy, it is," Eternity creative director Tom Mason said. "Kerac has taken a serious adventure strip and mixed it with elements of parody--particularly of the Marvel Comics Universe."

So who is she? ***Cat Claw,*** that's who!

"Anyone who's ever followed the adventures of She-Hulk, the Black Widow, or Black Canary will get a kick out of ***Cat Claw,***" Eternity publisher Dave Olbrich said. "This is a welcome addition to our line of comics and we're looking forward to publishing more of this type of material."

Cat Claw is set to conquer the American comics market beginning in September, but she's already proven herself in Europe, where she has a readership of over 500,000. The series is extremely popular in Norway, Sweden, and Kerac's native Yugoslavia. Unlike Yugoslavia's previous export, the Yugo, ***Cat Claw*** looks to be tailor-made for the American market.

Carol Conor, medical student, is also Cat Claw, whose feline powers and attention-getting appearance (not to mention her tendency to occasionally lose portions of her costume) make her a superpowered celebrity. Like all good superheroes, she keeps her Cat Claw identity a secret, returning to her med student guise when she's not bashing criminals. (Coincidentally, creator Kerac was also a medical student before he assumed his other identity as a comic book creator.)

"I like the speed and violence of the adventure genre," Kerac said. "I like the raw action of ***Dirty Harry*** and the ***Terminator.***" Kerac lists Dirty Harry's Clint Eastwood as a major influence on his career, along with ***Aliens*** director James Cameron and comic artists Hermann and Moebius. In addition to ***Cat Claw,*** Kerac also works on such European comics as ***Kobra, Tarzan, Lieutenant Tara,*** and ***Billy the Pest.***

Kerac is preparing new painted covers for each issue of ***Cat Claw.*** Each issue will contain three complete stories; one of the first issue's tales will feature the origin of Cat Claw.

Because ***Cat Claw*** has mild nudity, Eternity will ship each issue pre-bagged. ***Cat Claw #1,*** priced at $2.50, is scheduled for September release.

by ALEX KIRKLAND

Nomad Wanders Into His Own Series

Nomad just doesn't have the right attitude to function as a sidekick any more; according to Marvel's Kurt Busiek, "He's mad as hell about crime and corruption in America, and he's not going to take any more, so watch out low-lifes, because he's willing to be lethal if he has to!" With an attitude like that, it's no wonder that he's moving into his own four-issue limited series; he's a natural to give The Punisher and Ghost Rider a nudge as the Marvel Universe gains a new urban vigilante!

In this four-issue series by Fabian Nicieza and James Fry, Nomad is on the prowl to stop a gang trading drugs for weapons technology. His quest takes him outside of New York City and into Kentucky, among other places. This Nomad isn't an honor-bound hero who'll stop criminals without harming them, though--instead, he's a weapons-toting crimefighter who'll do whatever he feels is necessary to stop his opposition.

Nicieza, the writer of ***Nomad,*** is the writer of the hit ***New Warriors*** series and the revamped ***Alpha Flight***; he'll be taking over ***New Mutants*** in the next several months as well. James Fry, the penciller of ***Nomad,*** has gotten rave reviews for his moody artwork on the Werewolf by Night serial in the pages of recent issues of ***Marvel Comics Presents.***

Nomad #1, a $1.50 comic book, is scheduled for September 20th release.

by WAYNE LEE

COMIC SHOP NEWS™

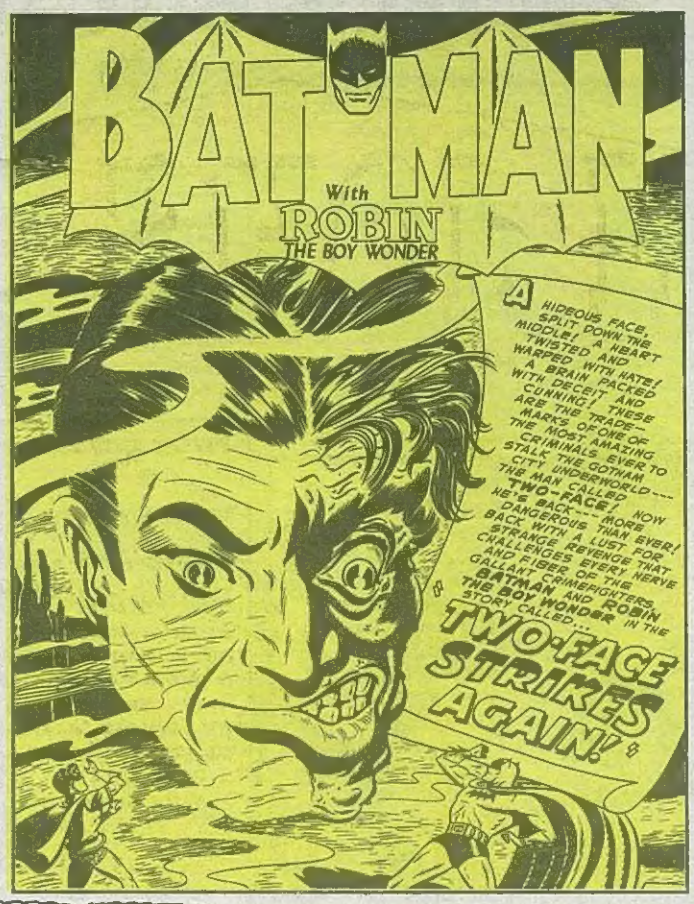
Those Fabulous Fifties

The 1950's were quite a decade for comics; in the first part of the decade, it appeared that comics were on their way out. By the end of the decade, though, the Silver Age was underway, almost entirely due to DC Comics' refusal to accept the end of the superhero comic book.

In ***The Greatest 1950's Stories Ever Told,*** DC celebrates the decade in which they kept the superhero comic alive by offering readers almost 300 pages of DC's best material from this bygone decade. Tammy Brown of DC said, "The 50's was a time of transition and experimentation when the quality of the illustrations attained a refinement that ushered in a new way of visually depicting super-powered beings." Of course, it was a time when many of comics' greatest artists were doing some of their best work in the field, and those illustrators will be featured in ***The Greatest 1950's Stories Ever Told***--illustrators such as Frank Frazetta, Alex Toth, Jack Kirby, Curt Swan, Gil Kane, Carmine Infantino, Sheldon Mayer, and others.

The Greatest 1950's Stories Ever Told will feature 29 stories, including one two part tale. Readers who recently requested a "Showcase Ar-chives" volume in ***CSN***'s Reader's Survey will be thrilled to hear that DC will be reprinting ***Showcase*** stories featuring the Flash, Challengers of the Unknown, Lois Lane, and Green Lantern. Other heroes featured include Superboy, Batman, Aquaman, Green Arrow, Wonder Woman, Tomahawk, Tommy Tomorrow, Blackhawk, King Faraday, Viking Prince, Jimmy Olsen, and the Phantom Stranger.

Two non-superhero features, Sugar and Spike and Fox and Crow, will also be featured in this volume; both of these features have tremendous fan followings even today, and ***Sugar and Spike*** is constantly named by ***CSN*** readers as a title deserving of reprinting.



BUT ALL BABIES UNDERSTAND BABY-TALK, NO MATTER WHAT KIND OF BABIES THEY ARE.!
GOLLY! I DIDN'T KNOW THAT.!
I DIDN'T EITHER-- TILL I TALKED TO ALICE.!

The Greatest 1950's Stories Ever Told is slated for October 16th release; the 288-page book will be priced at $29.95. In addition to the reprinted stories, it will also have fore-words from many of the artists and writers whose work appears in the volume, along with an introduction by series editor Mike Gold; house ads and 1950's covers will also be included.

by CLIFF BIGGERS

First Has a Real Gift for Its Fans

First brought all of its heroes together in a multi-part series, ***Crossroads,*** a few years ago; this fall, their heroes will be featured in one 48-page volume, ***The Gift,*** in a sampler format tied together with a wraparound framing sequence set in Cynosure, the nexus of all realities.

The Gift will feature *Badger* by Mike Baron and Steven Butler; *Dreadstar* by Peter David and Angel Medina; *Grimjack* by John Ostrander and Flint Henry; *Meta-4* by Stefan Petrucha and Tom Sutton; *Nexus* by Mike Baron and Hugh Haynes; *Squalor* by Stefan Petrucha and Tom Sutton; and *Zero Tolerance* by David Barbour, Tim Vigil, and Gary Amaro. The Cynosure framing sequence is created by John Ostrander and Joe Staton. As a special bonus, ***The Gift*** will feature a special jam pinup page featuring every character and artist spotlighted in the book.

As a special promotion, First is offering one lucky fan a *real* gift: the Matt Wagner cover painting for this book will be given away to a fan who correctly answers three multiple choice questions on a promotional postcard available from local comic shops at the time ***The Gift*** is released. First will select a winner at random from all correct entries.

The Gift is set for November 15th release; the 48-page prestige-format comic is priced at $5.95.

by WAYNE LEE

NEWSBRIEFS

THE INCREDIBLE *INK*?

Last week ***CSN*** gave you the low-down on all that will be happening with ***The Incredible Hulk*** for the next few months. This week, we can add the news that Marvel is planning on making one issue even more special and unique than previously announced. As you'll recall, ***Incredible Hulk 377*** will reconcile the multiple-Hulks dilemma, making it something of a must-have for Hulk-fans. What will make the issue a *definite* must-have is the news that there will be two covers to the issue: a regular one and another featuring a metallic green ink. Reaction to the gold and silver ink used on ***Spider-Man*** and ***Ghost Rider*** has been quite favorable, and the trend should continue with this unusual collector's item. The issue isn't scheduled for release until mid-November, so reserve your copy early and tell 'em ***CSN*** sent you...

BEAUTY & THE BEAST ARE BACK

Beauty and the Beast's future as a television series may be in doubt (Will Lifetime or USA or Fox pick it up? Who knows?!...), but its future as a comic book is secure. First Comics has announced a third ***Beauty and the Beast*** graphic novel, set for March 1991 release; this graphic novel will feature a new story of Vincent and Catherine written by **Howard Gordon** and **Eve Needleman**, writers for the ***Beauty and the Beast*** television series. **Barb Rausch** will supply the art for the cover and the fully painted interiors; her art was recently featured in ***Wonder Woman Annual***.

THINNING THE RANKS

DC said that the storyline beginning in ***New Titans 71*** would lead to some major changes in the title--and they apparently weren't fooling! ***New Titans 72*** has two guest-stars and one fatality as a Titan dies. DC isn't keeping any secrets about who the two guest-stars are--Aqualad and Golden Eagle--but they're keeping the identity of the Titan fatality under wraps, so you'll have to pick up the issue and see for yourself.

Speaking of guest stars, Terminator will also appear in this issue; he's been hired to find the missing New Titans. This storyline comes to you courtesy of ***Marv Wolfman, Tom Grummett, and Al Vey***; you can find out which Titan this trio is playing taps for on October 25th.

CALIBER PRESENTS MORE PAGES

Caliber Presents, the premiere anthology title from Caliber, expands to 64 page issues beginning in September. "We were getting a lot of good material that we really wanted to run," said publisher **Gary Reed**, "and we wanted to make sure we could run it as soon as possible. Our backlog was going on seven to eight months before we could even try to schedule it." The extra pages will allow Caliber to offer more material and longer stories.

"In addition to the usual features we've been running such as Orlak and Random Thoughts, both of which we're really proud of, **Caliber Presents** will be adding a new regular segment, the Artist Sketchbook." Reed said that the sketchbook will feature a different artist every issue, beginning with **Jim O'Barr** of ***The Crow***. Other new features to be added include *The Verdict* by **Martin Powell** and **Dean Haspiel** and *Go-Man* by **Bill Widener, Heather Kennedy,** and **Starlen Baxter**.

The new 64-page format begins with ***Caliber Presents 15***, on sale in September; beginning with this issue, ***Caliber Presents*** will carry a $3.50 cover price.

HELLO, DOLLY...

Chucky, the killer doll from ***Child's Play***, is set to become an action-figure on the big screen and the comic book page this October; he returns to menace Andy Barclay in a sequel, ***Child's Play 2***, that'll be appearing in theaters in October--and on comic shop racks as well, courtesy of Innovation Comics.

Innovation will release ***Child's Play 2*** as a three-issue biweekly miniseries. "This isn't a slap-dash, quickie adaptation, either," said **David Campiti**, Innovation publisher. "Writer **Andy Mangels**, the director, the screenwriter, and illustrator **Darick Robertson** and I have all talked at length about this adaptation. Andy Mangels is working from the final draft script, and Darick Robertson has screened the movie and has actual stills from the film for reference. This will be the kind of careful, high-quality adaptation one would expect from Innovation."

After the three-issue adaptation is completed, Innovation has plans for a full-color monthly ***Child's Play*** comic featuring entirely new material. Each issue of ***Child's Play*** is priced at $2.50.

MARVEL TRIES OUT NEW TRYOUT BOOK

The first ***Marvel Tryout Book*** was quite popular and helped several folks break into comics at Marvel (and if you don't believe us, ask **Mark Bagley** or **Sal Velluto**, ace artists at Marvel--Bagley won the Tryout contest and went on to become a fan fave at Marvel, while Velluto was discovered largely due to his submissions for the competition), but it's been out of print for a while now. Rather than reprinting the first book, Marvel is redesigning an all-new ***Marvel Tryout Book*** for 1991 release.

The new book will feature the first part of a Wolverine story, and will be presented in the same format as the original ***Marvel Tryout Book***--bristol board paper, sample pencilled pages for inkers, the whole shebang!... ***CSN*** will bring you more info on the new ***Marvel Tryout Book*** as soon as it becomes available.

NOW YOU CAN MAKE ANY COMIC BOOKSHELF FORMAT...

Almost a decade and a half ago, **Jim Steranko** first offered his collector's cases through his company, Supergraphics; these illustrated cases were designed to store a year's worth of a particular comic title for bookshelf display. Marvel has taken that idea and reinterpreted it their own way with their ***Marvel's Collector's Cases***. These illustrated magazine files are made of sturdy die-cut cardboard. Each holds about 24 Marvel comics and has a label where you can write the title and other information about what's in the box. Marvel is selling these cases in five-packs for $8.95; look for 'em in early November--and be sure to let your local comic shop know if you want oodles of 'em to put your entire collection on your bookshelf!...

IT'S A WONDER-FUL LIFE

Wonder Woman #49 is a great jumping-on issue for fans who haven't been reading ***Wonder Woman*** recently; in this issue's story by **George Perez**, a television documentary offers a look back on Wonder Woman's struggles, her foes, her friends, and her fellow super-beings. This issue will feature guest appearances by Superman, Guy Gardner, Captain Atom, Black Canary, Troia, Martian Manhunter, and others. This flashback-issue will lead into the double-sized 50th issue of ***Wonder Woman***. **Colleen Doran** is the artist for ***WW 49***; look for it on October 18th.

ETERNITY'S PULLING THE STRINGS FOR NEW PUPPET MASTER COMIC

Puppet Master, the 1989 horror film from Full Moon Entertainment, is ready to make the move to comics courtesy of Eternity Comics. The original film, the story of diabolical puppets who are now acting independently of their master, was a modest success in theaters--but it proved surprisingly popular on videocassette, selling over 50,000 units through Paramount Pictures' videocassette distributorship. "That's well above average for a horror video," Eternity's **Dave Olbrich** told ***CSN***.

Eternity plans to release its ***Puppet Master*** comic late this year--about the same time that a sequel, ***Puppet Master II***, is slated for theatrical release. Olbrich adds that Full Moon Productions has other ***Puppet Master*** products planned; "They've done a set of evil puppet 3-D trading cards and a giant 14-sided die that's also a calendar," he said.

Puppet Master will be adapted by **Dave de Vries** and **Glenn Lumsden**, who have previously collaborated on ***Southern Squadron*** and ***Bodyguard*** for Aircel Comics. "The movie left a lot of material unexplored," de Vries said. "Glenn and I are going back before the original film takes place and fill in the back story."

CAPTAIN BRITAIN HAS HIS OWN ASGARDIAN WAR

The X-Men took part in an Asgardian War a couple of years ago; this October, Captain Britain of Excalibur has his own mini-Asgardian War as he slugs it out with Thor in the pages of ***Thor 427***. Excalibur has come to investigate the disappearance of Juggernaut--and before too long, Captain Britain and Thor are trading punches while the Wrecker waits ringside for his chance to get into the fray. ***Thor #427***, written by **Tom DeFalco** and illustrated by **Ron Frenz** and **Joe Sinnott**, is slated for October 25th release.

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NEWSBRIEFS

HE'S NO FLASH-IN-THE-PAN...

Over a year ago, Kitchen Sink kicked off its ***Flash Gordon*** reprint series with an oversized volume reprinting a classic 1950's run of the strip complete with art by **Williamson, Frazetta,** and others. This October, Kitchen Sink takes readers back to the beginnings of Flash Gordon's comics career with a full-color hardcover reprinting the earliest installments of the **Alex Raymond** strip.

INSTANTLY, THE GUARD WOMAN IS OVER DALE, CUTTING VICIOUSLY WITH HER CRUEL WHIP---
DON'T BEAT THE GIRL--SHE COULDN'T HELP TRIPPING!
HO, GUARD! BRING SLEEP GAS!
BEFORE THE GUARD CAN BRING HIS GAS-GUN INTO USE, FLASH DROPS HIM WITH THE FLAT OF HIS SWORD---
ARE WE TO BE FRIENDS OR ENEMIES, AZURA?
FRIENDS, FLASH--I'M SORRY I LOST MY TEMPER---

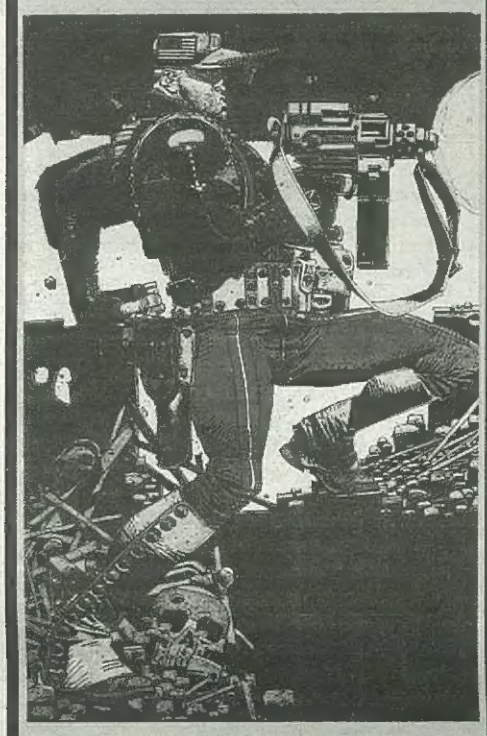
Flash Gordon Volume 1: Mongo, Planet of Doom reprints Raymond's strip from its beginning in January 1934 to mid-August 1935. The series is being reprinted in its original color format; Kitchen Sink has gone to great lengths to high-quality color newspaper pages, which they then laser-scan so that today's readers can see the lavish color that readers saw when the series debuted. The book also features an introduction by **Al Williamson.**

Alex Raymond's ***Flash Gordon*** series will run for six volumes; afterwards, Kitchen Sink plans to continue its reprinting by collecting the work of **Austin Briggs** and **Mac Raboy.** Kitchen Sink plans to release three or four ***Flash Gordon*** volumes per year. Each book will be available only in hardcover; the 12" x 9" books are priced at $34.95.

AT LAST!...THE LAST AMERICAN

The Last American has achieved almost legendary status among Marvel fans; the series has been on and off the Epic schedule for almost two years now. At last, Marvel's Epic Comics has the complete series in hand, and they've added it to the Marvel schedule as a four-issue monthly limited series beginning on October 11th.

G.I. Straker, the protagonist of The Last American, is a Holocaust Commander whose status is "Deep Safety." He will be revived and activated only after a nuclear war; if he finds the United States invaded by an enemy, his job is to avenge his country, restore order, and bring back the American way. Straker is The Last American.



The Last American is written by **John Wagner** and **Alan Grant** and illustrated by **Mike McMahon,** all well-known for their work on ***Judge Dredd.*** It's a strong survivalist tale with vivid science fiction elements. According to Marvel's **Kurt Busiek,** it's also a very visual story. "Every page of this series is chock full of color, with red, white, and blue constantly recurring," Busiek said, "and the art is crisp and loaded with detail. The majestic costumes along will attract readers..."

The Last American #1, a 32-page offset comic, is priced at $2.25.

WHAT A WAY TO SAY WE'RE SORRY...

DC really didn't intend for ***Legion of Super-Heroes #10*** to be printed on Mando paper stock instead of standard high-quality Baxter paper; they were pretty upset when they found out that the error had occurred at the printing plant, in fact. Most publishers would have just said "don't let it happen again" and that would have been the end of it; DC went one step further, though. When ***Legion of Super-Heroes #13*** debuts on October 4th, it will have a full process 10" x 18" gatefold poster of the entire Legion team, pencilled by **Keith Giffen,** inked by **Al Gordon,** and colored by **Tom McCraw.** This issue, which reveals that it was the Dominators who were responsible for the breakup of the Legion, also leads into the rebirth of the team--and the comic plus the poster are priced at only $1.75!

3-D EXOTIC BEAUTIES UNCOVERED AT LAST

Last year, ***CSN*** first told you about **Ray Zone**'s plans to reprint classic **L.B. Cole** artwork in an issue of the ***3-D Zone.*** Unfortunately, the ***3-D Zone*** series was discontinued before that work could be reprinted (although ***CSN*** readers had a chance to see the new L.B. Cole cover in our pages). Now ***3-D Exotic Beauties*** is back on Ray Zone's schedule as a stand-alone one-shot slated for November release; this 24-page 3-D comic is priced at $3.95, and it will feature the new Cole cover ***CSN*** cover-featured. That cover will also be offered on a 3-D t-shirt priced at $14.95--let your local comic shop know that you have to have it!

MO' MOEBIUS

Marvel's ***Moebius Graphic Novel*** series took a break while the ***Moebius Blueberry*** series was running. Now that Blueberry's first major series is finished, it's time to return to the sf/fantasy work that made Moebius such a renowned name in the comics field. Marvel's ***Moebius Graphic Novel 7: The Goddess*** picks up where the first run of graphic novels left off; the story is, in fact, a continuation of ***Moebius 5's "The Gardens of Aedena."*** It also links that story with the Airtight Garage saga.

Moebius GN 7: The Goddess, a 96-page graphic novel priced at $12.95, is scheduled for October 11th release.

VIZ HAS COLORFUL VISIONS

In the three years that Viz has been in business, they have published a variety of black and white manga in numerous formats. Beginning in November, though, Viz will expand into the wonderful world of color with the release of ***Gunhed,*** a three-issue bi-monthly miniseries adapted by **Kia Asamiya.** Gunhed, based on a popular sf-action film, features an intrepid Texas Ranger and his ragtag band of techno-bandits against a world-domination-bound computer. Viz also reports that the film ***Gunhed*** is scheduled to be released in America following the completion of the limited series.

Viz plans to follow up its full-color ***Gunhed*** with a full-color ***Golgo 13,*** featuring some of the best stories by **Takao Saito** taken from the two decade run of more than 75 volumes of ***Golgo 13*** stories.

MINDGAME VERY VOCAL ABOUT EAR PIERCERS

You've heard of **Tim Truman, Neil Gaiman, Jamie Delano,** and **Steve Bissette,** all acclaimed comic creators--but have you ever heard them? Thanks to ***Ear Piercers,*** you'll have a chance to!

Ear Piercers is an ninety-minute anthology audio cassette featuring nine different short stories read by their authors. Mindgame spokesman **John Mickevich** said, "***Ear Piercers*** is not designed to give the kids a little Halloween spookiness before going out trick-or-treating. This tape is not for the timid. With the lineup of horror writers that we have, you can expect this stuff to give even the most jaded horror fan a case of the heeble-jeebies." Each story is read by its author; Tim Truman goes even further with his adaptation of a Civil War ghost story entitled "...And Your Little Dog Too." In this tale, Truman even plays authentic Appalachian instruments for background effect.

Other contributors to Ear Piercers include **Stan Wlater, Rick Hautala, R.C. Matheson, Chet Williamson,** and **James Robert Smith.**

"The beauty of this project," Mickevich said, "is not only the diversity of the talent involved, but also the fact that this is a medium that all of these creators really want to explore. There are a lot of different formats to play with and tricks you can use when dealing with sound only. Some of the stories will be simple narrative, while others will be accompanied by various sound effects or music. We may even use a 'radio play' style script with a few different players for one of the pieces." ***Ear Piercers*** is scheduled for late September or early October release; it will carry a $12.95 pricetag. As with all specialty products of this nature, be sure to let your local comic shop know that you want it--and tell 'em that ***CSN*** sent you...

THIS REVOLVER IS *LOADED*

Okay, let's face it: a lot of the top names in American comics today were top names in British comics several years ago. Perhaps that's why, in talking about their upcoming comic ***Revolver,*** Fleetway says that it gives American fans a chance to "take a look at the future of comics without that pesky decade-long wait! Fleetway has enlisted the finest in British talent (you know, all those guys who do the mega-hit Batman books!), and let them run rampant!" It's hard to fault the hype--after all, ***Revolver #1*** boasts **Grant Morrison, Rian Hughes, Charles Shaar Murray, Floyd Hughes, Pete Milligan, Brendan McCarthy, Paul Neary, Steve Parkhouse,** and more! All of this material is included in a 48-page comic-sized full-color monthly anthology, printed in prestige-format for only $3.95. Dan Dare and Jimi Hendrix in the same comic? Only in ***Revolver!***

CSN PREVIEWS

Give & Take
by Cliff Biggers & Brett Brooks

Two guys with opinions. Cliff--he's the guy in standard type. *Brett--he speaks in italics. Enough concept...*

Boston Bombers sounded a lot like a Roller Derby team. When the xeroxes for the first two issues of this title first arrived, I was trepidatious; nevertheless, I began reading.

Within a five-page span, Ron Fortier had me hooked. ***Boston Bombers*** is an pulpish-styled adventure series that manages to outdo such pulp-action titles as ***Doc Savage, the Shadow***, and the Fortier-written ***Green Hornet.*** In fact, it's such an amazingly fast-paced series that if you aren't careful, you might overlook the plethora of ideas that Fortier has packed in the book.

Boston Bombers is set in a world in which Jesus was female; as a result, the Catholic Church has risen to primacy as a matriarchal church with a female Pope. The enemy of the Church is the Roman Empire, which never collapsed; as a result, the Church is centered in Jerusalem (Jews have accepted the female Jesus as the Messiah).

Furthermore, World War II never occurred in Fortier's world of the Boston Bombers, because the League of Nations became such a powerful force after WWi that it led the world in a different direction. That doesn't mean that there aren't conflicts, though; the Roman Empire would really like to return to a position of world primacy once again... The Boston Bombers are a group of women led by Indra Jones who are both agents of the League and representatives of the Pope. They are the force standing in the way of the Roman Empire's plans.

Boston Bombers is illustrated by Chris Jones and Gary Kato; Jones first came to my attention with his superb work for Eternity's ***Street Heroes 2005*** (I remember praising his art when I reviewed the first issue of that title; he's gotten better since then). His pencils are inked by Gary Kato, who has ably demonstrated his inking talent in the past on such ttiles as ***Ms. Tree***. Together, the two have a stylish, slick look that is fluid on the page. Very few independent comics manage to achieve the polished look of ***Boston Bombers***.

I agree. When I first looked at this book I felt as though I was looking at some variant version of Howard Chaykin--but the more I looked at the art the mor I realized that, although there is still a slight resemblance to Chaykin's work, Jones and Kato have a style that is all their own.

I am told that ***Boston Bombers*** will be one of Caliber Press' new color titles, with coloring supplied by Carol Van Hook. I'm certain the coloring will make the book more attractive to casual readers who don't generally buy black and white titles, but believe me--this artwork is good enough to carry the book in black and white.

If you enjoy alternate-reality concepts, you'll love ***Boston Bombers***. If you like pulp action-adventure with a strong aerial slant, you'll love Boston Bombers. If you like polished writing and razor-sharp art, you'll love Boston Bombers.

You know, I can't think of any reason why you *wouldn't* love ***Boston Bombers***...

*Well, the biggest thing that I see this book has going against it is the title-- **Boston Bombers** really does sound like a roller derby team. But once you get past the title, everything works surprisingly well. I always like a story where I'm thrown into a world where not everything is explained to you up front and you actually have to use your brain to figure out situation. Fortier has written a fun book, and it's got a lot of potential as well. Fortier captures the heart of the pulp/serial era with glee and every issue leaves the reader with one of those classic cliffhangers that makes you mad that the issue is over, but glad you picked it up in the first place.*

Speaking of things picking up...

*DC seems to be content to produce one quality piece of work after another for **Legends of the Dark Knight**. At the end of Gothic, I felt that there would **have** to be a significant drop in quality of story and art because of the hard-act-to-follow theory. I was wrong!*

*Prey is the new storyline by Doug Moench, Paul Gulacy, and Terry Austin--and with a line-up of talent like that, it's no wonder that the story is so good. The trio has produced a taut story that, chronologically, takes place immediately after the events in **Batman: Year One**; the tale involves both Hugo Strange and the Catwoman.*

Moench shows that he is no stranger to the Batman mythos. Prey is such a character-oriented story that anyone who did not have a solid grip on Batman and his supporting cast would be lost in the midst of it. The story revolves around the Batman and his image. What do others think of him and how does this affect the Batman himself? But Moench doesn't leave this as the whole of the story-- he also brings us the Batmobile and its origin. The result is a wonderfully written book.

The character of Batman as Moench interprets him is the most accessible Batman to appear in ***Legends of the Dark Knight;*** I think the Moench Batman meshes perfectly well with the Batman we're seeing in the other two monthly Bat-titles. The real characterization surprise for me, though, was Hugo Strange; I had never considered him an interesting character prior to the opening installment of Prey.

The art by Gulacy and Austin is everything you could hope it would be. The two artists mesh together magnificently well to produce some of the prettier art that comics have seen in a while. Gulacy has too long been relying on fancy techniques to enhance his art, Prey is a strong return to the art that garnished him such praise on Master of Kung Fu and other titles.

I agree that Gulacy has done his best art job in quite a while in *Prey*; his work moves on the page much better than it has in years. Gulacy's primary talent insofar as I'm concerned is as a storyteller; he demonstrates that quite capably here.

*I'm beginning to wonder what I should expect from **Legends of the Dark Knight** after the Prey storyline is concluded. I mean, after Gothic and Prey I keep thinking that I'm going to have to be disappointed--but then again, that's what I thought last time.*

Most comics readers are either superhero fans or funny animal fans. It's very rare that the two cross over.

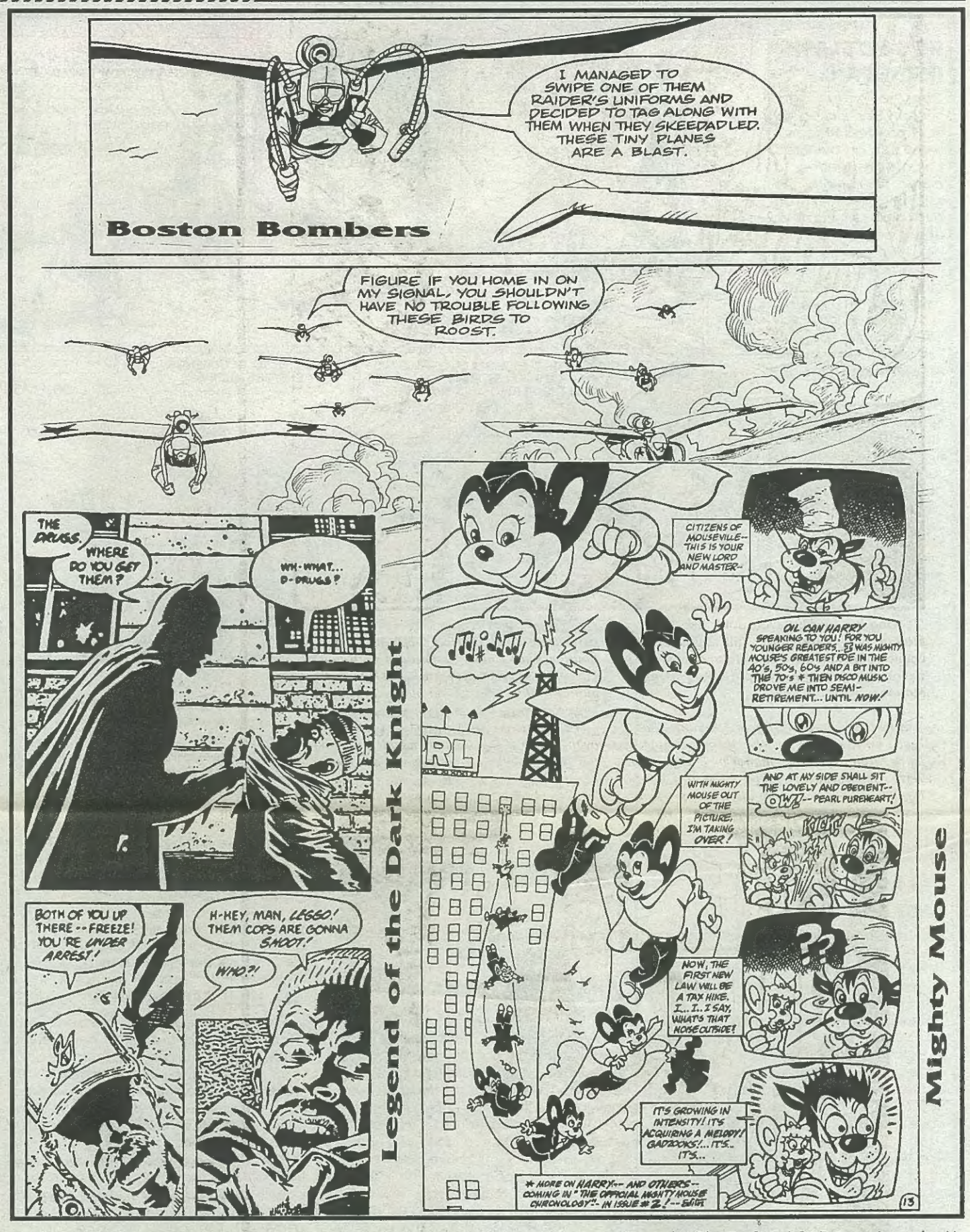
Maybe ***Mighty Mouse*** will help make such a crossover possible.

The first issue of ***Mighty Mouse*** is a spoof of ***The Dark Knight Returns,*** complete with loads of in-jokes that will make Dark Knight fans chuckle. It's also an entertaining story that will appeal to ***Mighty Mouse*** fans who have no idea what ***The Dark Knight Returns*** is or what it's about; Michael Gallagher's story works without requiring the reader to have a detailed knowledge of the source material he's spoofing.

*Whenever a book promises a complete guide to the personal history of Mighty Mouse--which they're implying will be contained in **Mighty Mouse 2**-- I feel like there has to be a sizeable amount of knowledgeabout the character floating around somewhere.*

Ernie Colon and Marie Severin are accomplished professionals who turn out top-notch ***Mighty Mouse*** artwork and make it look deceptively easy in the process. This is the kind of art that's so very good that you almost overlook it; it advances the story without calling attention to itself. To be honest, I much prefer this sort of work from Colon over his superhero work.

Without a doubt, I agree with you wholeheartedly. Colon and Severin keep that "cartoony" look to the characters while adding some of their own personal style. This seems like the exact type of art that Colon is suited to. I think that fans of every aspect of MM's career are bound to be pleased by this book. Every aspect fits in with both the older version of the character and the Bakshi version; it just depends upon how you squint as you read it.


I MANAGED TO SWIPE ONE OF THEM RAIDER'S UNIFORMS AND DECIDED TO TAG ALONG WITH THEM WHEN THEY SKEEDADLED. THESE TINY PLANES ARE A BLAST.
Boston Bombers
FIGURE IF YOU HOME IN ON MY SIGNAL, YOU SHOULDN'T HAVE NO TROUBLE FOLLOWING THESE BIRDS TO ROOST.
THE DRUGS. WHERE DO YOU GET THEM?
WH-WHAT... D-DRUGS?
BOTH OF YOU UP THERE--FREEZE! YOU'RE UNDER ARREST!
H-HEY, MAN, LEGGO! THEM COPS ARE GONNA SHOOT!
WHO?!
Legend of the Dark Knight
CITIZENS OF MOUSEVILLE-- THIS IS YOUR NEW LORD AND MASTER--
OH, CAN HARRY SPEAKING TO YOU! FOR YOU YOUNGER READERS.. I WAS MIGHTY MOUSE'S GREATEST FOE IN THE 40's, 50's, 60's AND A BIT INTO THE 70's * THEN DISCO MUSIC DROVE ME INTO SEMI-RETIREMENT... UNTIL NOW!
WITH MIGHTY MOUSE OUT OF THE PICTURE, I'M TAKING OVER!
AND AT MY SIDE SHALL SIT THE LOVELY AND OBEDIENT-- OWL-- PEARL PUREHEART!
NOW, THE FIRST NEW LAW WILL BE A TAX HIKE. I... I... I SAY, WHAT'S THAT NOISE OUTSIDE?
IT'S GROWING IN INTENSITY! IT'S ACQUIRING A MELODY! GADZOOKS!... IT'S.. IT'S...
* MORE ON HARRY-- AND OTHERS-- COMING IN " THE OFFICIAL MIGHTY MOUSE CHRONOLOGY"- IN ISSUE # 2 !-- Editor
13
Mighty Mouse

& REVIEWS

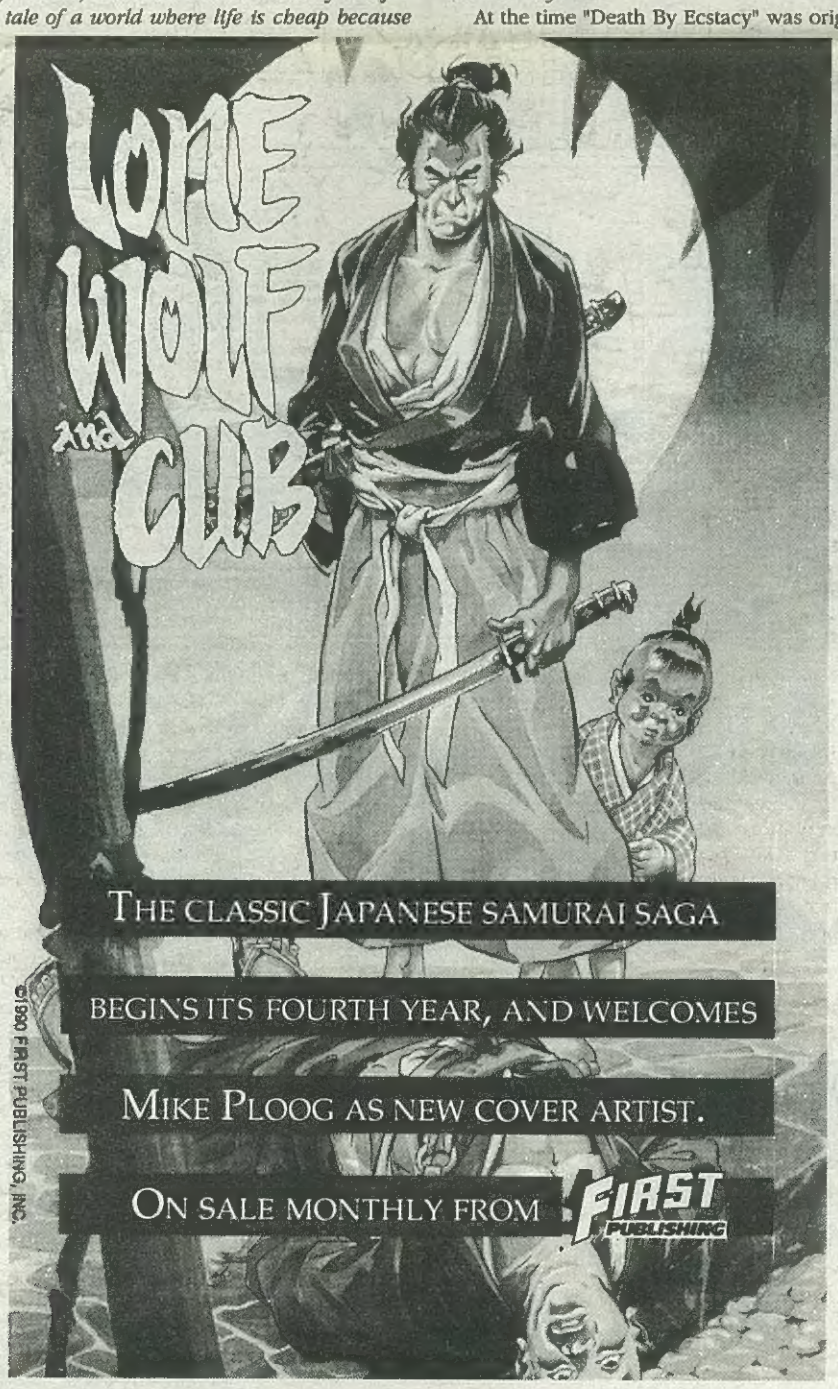
"LOOK! THE DARK GODDESS IS IN HER! SHE HAS BECOME THE SLAYER OF GODS!"
"YOU MUST SACRIFICE THE UNIVERSE...OR BECOME A FEAST FOR THE DEMON!"
The Nazz

One last word: if you don't like ***Mighty Mouse*** as a cartoon, you still might like this comic book--and that comes from one who has never enjoyed any of the original ***Mighty Mouse*** cartoons.

A.R.M. is the new book from Adventure that is based on the novelette "Death by Ecstacy" by Larry Niven. The adaptation is by Bill Spangler, Terry Tidwell, and Steve Stiles. The story is a future tale of a world where life is cheap because replacement parts come easy. But with these parts come a blackmarket supply for them, and that's why the United Nations sets up a law enforcement division called the Amalgamated Regional Militia, to stop the blackmarketeers, or Organleggers.

This particular story involves an A.R.M. agent by the name of Gil Hamilton who is trying to figure out who killed an old asteroid belt buddy of his and why.

At the time "Death By Ecstacy" was originally


LONE WOLF AND CUB
THE CLASSIC JAPANESE SAMURAI SAGA
BEGINS ITS FOURTH YEAR, AND WELCOMES
MIKE PLOOG AS NEW COVER ARTIST.
ON SALE MONTHLY FROM FIRST PUBLISHING
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CSN CHARTS

TOP 50 COMICS

CSN's Top Seller charts are based on figures supplied by the two major distributors, Diamond Distribution and Capital City Distribution, as well as figures by a cross-section of comics speciality shops. The distributor's figures represent retailer orders placed on the titles, while the information from stores represents copies sold.

1. Spider-Man 2
2. Spider-Man 1 (gold edition)
3. X-Men 268
4. X-Men 267
5. Ghost Rider 5
6. Amazing Spider-Man 338
7. Amazing Spider-Man 339
8. Legends of the Dark Knight 10
9. Wolverine 30
10. Wolverine 31
11. Batman 454
12. New Mutants 93
13. X-Factor 58
14. Detective 621
15. Punisher 38
16. Punisher 39
17. Give Me Liberty 1
18. Excalibur 27
19. Excalibur 28
20. Iron Man 260
21. What If? 17
22. Punisher War Journal 22
23. Spectacular Spider-Man 168
24. Web of Spider-Man 68
25. Avengers 322
26. Avengers 323
27. Fantastic Four 344
28. Namor 6
29. Incredible Hulk 373
30. Green Lantern 4
31. Avengers Annual 19
32. Iron Man Annual 11
33. Avengers West Coast Annual 5
34. Silver Surfer 41
35. Captain America 376
36. Captain America 377
37. Captain America Annual 9
38. Avengers West Coast 62
39. Thor Annual 15
40. Justice League America 42
41. Superman Annual 3
42. Justice League Europe 18
43. New Warriors 3
44. Alpha Flight 88
45. Deathlok 3
46. X-Factor: Prisoner of Love
47. Daredevil 284
48. Marvel Comics Presents 58
49. Marvel Comics Presents 59
50. Aliens Vs. Predator 0

TOP DOLLAR COMICS

The following comics, graphic novels and trade paperbacks were given Top Dollar ratings based on the dollar volume of the copies sold (or are expected to sell) during the late July and August sales period.

1. Spider-Man 2
2. Spider-Man 1 (gold edition)
3. Give Me Liberty 1
4. Ghost Rider 5
5. Deathlok 3
6. X-Factor: Prisoner of Love
7. Legends of the Dark Knight 10
8. X-Men 268
9. X-Men 267
10. Wolverine 30
11. Wolverine 31
13. Excalibur 27
14. Excalibur 28
15. Amazing Spider-Man 338
16. Amazing Spider-Man 339
17. Avengers Annual 19
18. Iron Man Annual 11
19. Punisher War Journal 22
20. Batman 454
21. New Mutants 93
22. Avengers West Coast Annual 5
23. Captain America Annual 9
24. Thor Annual 15
25. X-Factor 53
26. Detective 621
27. Punisher 38
28. Punisher 39
29. What If? 17
30. Superman Annual 3
31. Alpha Flight 88
32. Breathtaker 1
33. Legion of Super-Heroes Annual 1
34. New Titans Annual
35. Iron Man 260
36. Teenage Mutant Ninja Turtles 33
37. Marvel Super Heroes 3
38. Spectacular Spider-Man 168
39. Web of Spider-Man 68
40. Dark Horse Presents 42
41. Rocky Horror Picture Show 1
42. Legion '90 Annual 1
43. Aliens Vs. Predator 0
44. Marvel Comics Presents 58
45. Marvel Comics Presents 59
46. Akira 22
47. Demon 3
48. Hawkworld 4
49. Black Knight 4
50. Shade the Changing Man 3

TOP TEN NON-COMICS

The Top Ten Non-Comics is based on number and not dollar value. This category includes graphic novels, hardcovers, trade paperbacks, portfolios, etc. It includes books that actually were on sale during the August sales period.

1. Batman Archives Vol. 1
2. Who's Who 1
3. Spider-Man 1 Cover Poster
4. The Hiding Place
5. Miracleman Book 2
6. Baker Street: Honour Among Punks
7. Jhereg GN
8. Best Comics of the Decade Volume 1
9. Attu Book 2
10. Little Nemo in Color Volume 3

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TOP 10 BLACK & WHITE COMICS

1. Aliens Vs. Predator 0
2. Dark Horse Presents 42
3. Alien Nation 1
4. Ape City 1
5. Planet of the Apes 4
6. Cat & Mouse 4
7. Southern Squadron 1
8. Planet of the Apes
9. Cerebus 133
10. Lone Wolf & Cub 35

CSN PREVIEWS

published, the concepts that Niven put forth in the story were pretty much "cutting edge." First off, the idea of a future in which people are sentenced to harsh punishment for even the most trivial of crimes predates Judge Dredd's Mega-City by a long run; second, the concept of a direct-brain-stimulus device was pretty original, even for science fiction. While the adaptation is very well done, I don't think there's any way Spangler, Tidwell, and Stiles could capture the sense of inventiveness that Niven instilled in his story when I first read it. I admire what they've done with this adaptation–and by the way, the first time I suggested that Gil the ARM would make a great comics hero was 1971 or 1972, in an amateur press alliance, so I've had an idea that this would make a good comic for a long time–is that they've captured the "whole-world" vision that Niven packs into his stories. Niven is to science fiction what Stephen King is to horror; his stories take place in a world that he has made real through a wealth of detail, and Spangler's adaptation captures that quite well.

The art on A.R.M. is much more solid than anything Terry Tidwell has produced in the past. There is a lot of potential for this series in the future. Science fiction fans are always looking for something that would be fun to read, but most are not satisfied with the new concepts that are developed specifically for comics. Hopefully, A.R.M. will keep their hands full.

It'll certainly satisfy me–at least, until Adventure decides to bring Niven's Known Universe stories to comics...

I've toyed for quite a while with a comic book storyline that explored the religious nature of the superhero, delving into his almost godlike status. Obviously, Tom Veitch finds the idea intriguing as well; he's dealing with just such an concept in ***The Nazz***, his new limited series published by DC.

Michael Nazareth is a man whose goal is virtual perfection. In pursuit of that goal, he journeys to Tibet, where he is all but destroyed so that he can be rebuilt as the perfect man he hoped to become.

In achieving perfection, Michael Nazareth has to give up his humanity. The Nazz explores the conflicts between humanity and superhumanity; the first issue culminates with Nazareth's return to the US and the discovery that he is far, far more than he was when he left.

This is a compelling comic book, one that will undoubtedly provoke reactions from its readers. Veitch's answers to the questions surrounding the superhero-as-god are different from mine, and probably different from yours as well--but they're certainly insightful and quite entertaining.

One of the things about ***The Nazz*** *that I*

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SO THAT'S THE STORY. HARVEY BLAMES THE BATMAN FOR HIS SCARRED FACE.
MR. DENT SHOWS HIS USUAL DEPTH OF UNDERSTANDING.
8-20-90
LOEBS, CINFA & NYBERG
MAYBE HE'S RIGHT. I SAVED THE JOKER, OF ALL PEOPLE, AND DESTROYED MY BEST FRIEND'S FACE.
YES, SIR. IT WOULD BE MUCH BETTER IF YOU ALLOWED PSYCHOPATHS TO ROAM ABOUT, THROWING ACID AT WILL!
MAYBE HARVEY IS RIGHT. MY INTERFERENCE DID CAUSE HIM TO BE MUTILATED
THAT IS ONE INTERPRETATION...
OF COURSE, MR. DENT PROVOKED THE SICK MAN, PLAYED ON THE FEARS OF OTHER SICK MEN...
8-21-90
HE ABUSED HIS POWER AS D.A. AND NOW THAT ABUSE HAS MARKED HIM. I FAIL TO SEE HOW THAT IS YOUR FAULT.
THANK YOU, ALFRED. YOU ALWAYS KNOW WHAT TO SAY.
YES, SIR. IT'S A PART OF MY CHARM.
HOW ARE YOU DOING, HARVEY?
FINE.
8-22-90
I'M THINKING ABOUT THE ILLEGAL WIRETAPS WE USED IN THE JOKER TRIAL, MARTIN.
NOT TO WORRY, HARV! NOBODY'LL KNOW.
I'LL KNOW.
WHAT ARE YOU SAYING, HARV?
I THINK WE WERE WRONG, MARTIN.
8-23-90
I'M THE D.A. I'M SUPPOSED TO PUNISH LAWBREAKERS, NOT BECOME ONE.
IF YOU TELL ANYONE ABOUT THE...STEPS WE TOOK DURING THE TRIAL, YOU WON'T BE THE D.A.
WHAT'S THAT LOOK LIKE, HARV, OLD PAL?
TRANSCRIPTS OF OUR PRIVATE CONVERSATIONS.
8-24-90
YOU HAD MY OFFICE BUGGED?
YES, WHILE YOU AUTHORIZED ILLEGAL BUGS OF THE JOKER'S LAWYERS.
SO, IF YOU FIGURE TO TURN ME IN TO SAVE YOUR CONSCIENCE, THINK AGAIN. WE BOTH GO DOWN!
ARE YOU ALL RIGHT, DEAR?
JUST THINKING.
8-25-90
YOU KNOW, WE ARE ALL MIXTURES OF GOOD AND EVIL. SOMETIMES THE GOOD DISGUISES THE EVIL, BUT BOTH ARE THERE...
PERHAPS THIS LITTLE EVENT WAS MEANT TO REMIND ME OF THAT.
LOEBS, CINFA & NYBERG
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& REVIEWS

found immediately compelling was the characterization of Michael Nazareth himself. At no point in this story did I feel like the things that were happening to him were not the things that he wanted, or even deserved. Michael Nazareth is not a likeable man; he is arrogant and self-centered, but that seems too easy an answer. I feel that as this series progresses, the reader will learn more and more about what makes Michael the way he is, and therefore, more likeable.

I also enjoyed the way that Veitch told the story as a series of letters and portions of an unfinished book. This little touch gave a more human insight into Michael's characterization than a standard straightforward narative would have done.

Bryan Talbot, the artist of ***The Adventures of Luther Arkwright,*** makes his DC debut with this series; Talbot has polished his work quite a bit since his ***Luther Arkwright*** work. Don't misunderstand: I liked Talbot's ***Arkwright*** art, but his ***Nazz*** work seems to have more control, more finesse. His inking in particular has improved.

The Nazz is a very well-crafted book that I'm going to encourage all my friends to read; I predict it'll spawn some interesting dinner conversations...

*I think that **The Nazz** may be spawning a series of conversations over many things before too much longer. This book doesn't pull any punches for the sake of "comics," and that is likely to offend some readers. DC should be commended for putting out **The Nazz**, it is yet another step to show how much DC is willing to go out on a limb to allow a good story to be told.*

Of course, some people have always told good stories...

*Jim Starlin has always been one of those guys who can get me excited about reading comics. I loved all of his early **Captain Marvel** stories and his **Warlock** stuff as well; one of the reasons that I liked those books so much was the fact that they had such a great villain-- Thanos! But Thanos getting his own mini-series?... Hey, I admit I had my doubts.*

*I'm glad to say that Jim Starlin proved my doubts to be groundless. **Thanos Quest** isn't just a mini-series about a big blue guy committing acts of evil; it is an intricately devised part of a much larger story. Starlin seems to have a wonderful knack for grandiose stories that stagger the readers' conceptions of space-faring heroes. **Thanos Quest** is just such a tale. The story ties directly in with the events of late in **Silver Surfer**, picking up from Thanos' last appearance in that title and leading back in to his return to that same title later this year. The plot involves Thanos journying throughout the universe in search of the six Soul Gems (which Starlin renames the Infinity Gems) so that he may further his plans to kill off half the universe for his sweetheart, Death.*

Starlin manages to convey a great many subtle nuances in his story, though that add a tremendous amount of depth to the tale. The reader makes many discoveries concerning Thanos, leaving him to wonder why he didn't realize these things before.

Thanos Quest surprised me with the cleverness of its crafting. Starlin has been a very straightforward storyteller lately, and his characters have tended more toward single-minded archetypes. The Thanos we see in these pages is a much more crafty, sly character than I really expected; it's Starlin's interpretation of his personality that makes ***Thanos Quest*** a real gem of a tale to read.

*The art on the book is by regular **Silver Surfer** artist Ron Lim, and he's never looked better. Ron is doing so much work these days that it sometimes seems that his work looks rushed, but not so here! **Thanos Quest** brings out Lim's finer qualities in fine detail, and gives him a chance to show off his work in a high quality format. It seems that Lim is taking some hints from his writer as well, because more than once I felt as though I was looking at art that had a distinctive Starlin layout design to it. Good stuff.*

I flipped back a time or two just to make sure that Starlin wasn't credited as having done layouts for ***Thanos Quest #1***; Lim's approach was much more Starlinesque than usual. His characters had the Starlin "bulk" that so defines Starlin's artwork.

*Overall, **Thanos Quest** is another bright spot in Starlin's already bright career. I can't wait to see what's next.*

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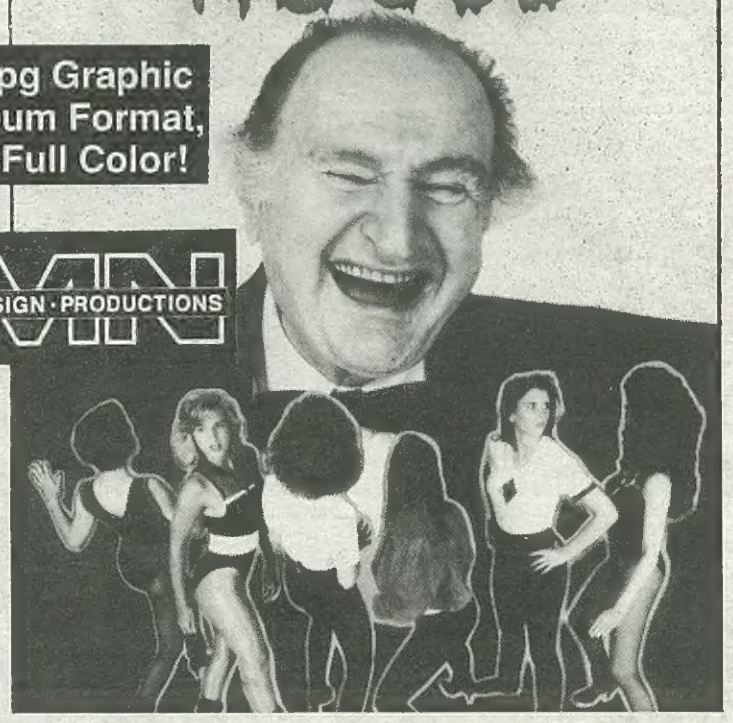

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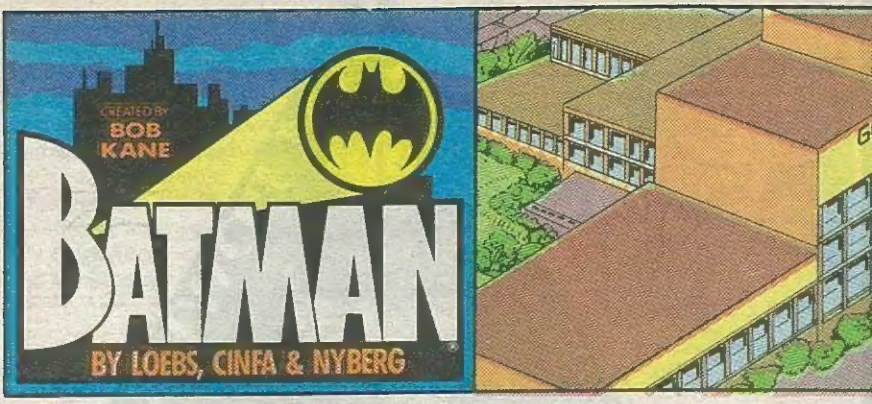

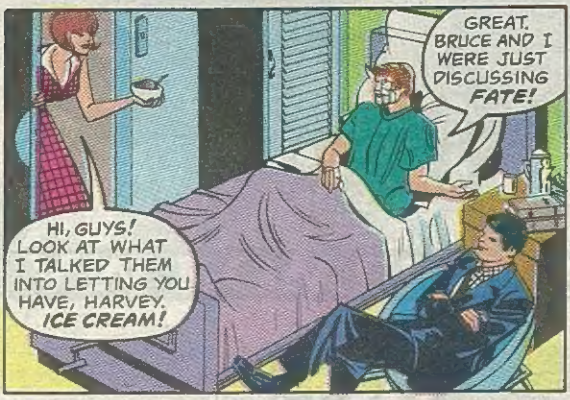

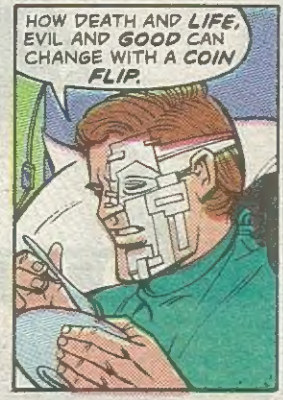

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D.A. RECOVERS FROM ACID ATTACK
EXTENT OF SCARRING UNCERTAIN
SPEAKING OF THE EVIL SIDE OF LIFE, HAVE THEY CAUGHT BATMAN YET?
THE BATMAN? WHY WOULD THEY WANT HIM?
WHY, FOR PUTTING ME IN HERE, OF COURSE. FOR THROWING THE ACID IN MY FACE.
MY LIFE HAS BEEN RUINED. AND JUST BECAUSE I HAPPENED TO BE IN THE WAY WHEN THIS BATMAN MADE HIS BLUNDER! I WONDER WHAT HE'D SAY TO THAT, EH?
I DON'T KNOW THAT HE COULD SAY ANYTHING, HARVEY.
LOEBS, CINFA & NYBERG